KRITIKA SHARMA

Product Designer

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Bangalore, India

I am a *Product Designer* skilled in User Research, Wireframing, Prototyping and Visual Design.
With strong drawing and painting abilities, I have expertise in color theory, composition and various traditional and digital mediums.

I am proficient in using tools like brushes, pens, easels and drawing tablets, along with printmaking techniques like etching and lithography.
My understanding of art history and aesthetics enhances my design approach. I strive to create functional, visually compelling and impactful products.

EDUCATION

2024 – 2026
Master of Design – Human Centered Design
Srishti Manipal Institute of Art, Design and Technology

2019 – 2023
Bachelor's of Fine Arts
Indira Kala Sangeet Vishwavidyalaya

WORK EXPERIENCE

Freelance – Dravya Research
USER EXPERIENCE DESIGNER   2020 - Present

Worked across UI/UX design, graphic design & illustration. Delivered high-quality designs for clients across diverse industries with a focus on clarity and detail.

Karkinos Healthcare
DESIGN INTERN   July 2023 - Dec 2023

Designed interfaces such as ABHA login, created healthcare posters & graphics, designed error-state notifications and collaborated with stakeholders to deliver effective design solutions.

SELECTED DIGITAL PROJECTS

SumGeeks (private family-office stock trading software, live web app)
DASHBOARD & APP DESIGN   June 2025 - Jan 2026

Researched & Designed a high density, Excel-like trading interface with AI-driven signals, keyboard-first workflows and modular research-to-trade panels. Validated with traders and delivered with production-ready UI specifications and components.

Dravya Card
FONT & OS DESIGN FOR LOW-POWER DISPLAY   April 2020 - July 2020

Led design of a 7×5 bitmap font and a lightweight OS/UI for a low-power electrochromic card display. Optimized glyph shapes and the character set for maximum legibility at extreme resolution, built a compact rendering pipeline and encoding scheme to minimize memory & CPU usage, defined a low-power refresh strategy, ran readability tests across contrast & viewing distances and delivered production-ready bitmap assets & implementation guidance.

SKILLS

UI/UX, UX Research, Qualitative & Quantitative, UX Audit, Design Systems, Rapid Prototyping, Product Design, Accessibility, Visual Design, Graphic Design, Illustrations, Gamification, 3D Modelling

TOOLS

Figma, Adobe XD, Miro, FigJam, HotJar, GA4, Jira, Google Analytics, InVision, Adobe Illustrator, Adobe Photoshop, Procreate, Nomad Sculpt, Framer

Other Tools & Explorations:
Arduino, 3D Printing, Linocut printmaking, ShapeXR, TouchDesigner, Vibe coding

CERTIFICATIONS

Coursera Google UX Professional Certificate (Ongoing)
Coursera – UX Design: Research, Prototyping, Accessible Interactions